NES-VD-USA★

CAPCOM® USA

Disney Adventures In The Magic Kingdom

INSTRUCTION MANUAL

©The Walt Disney Company.

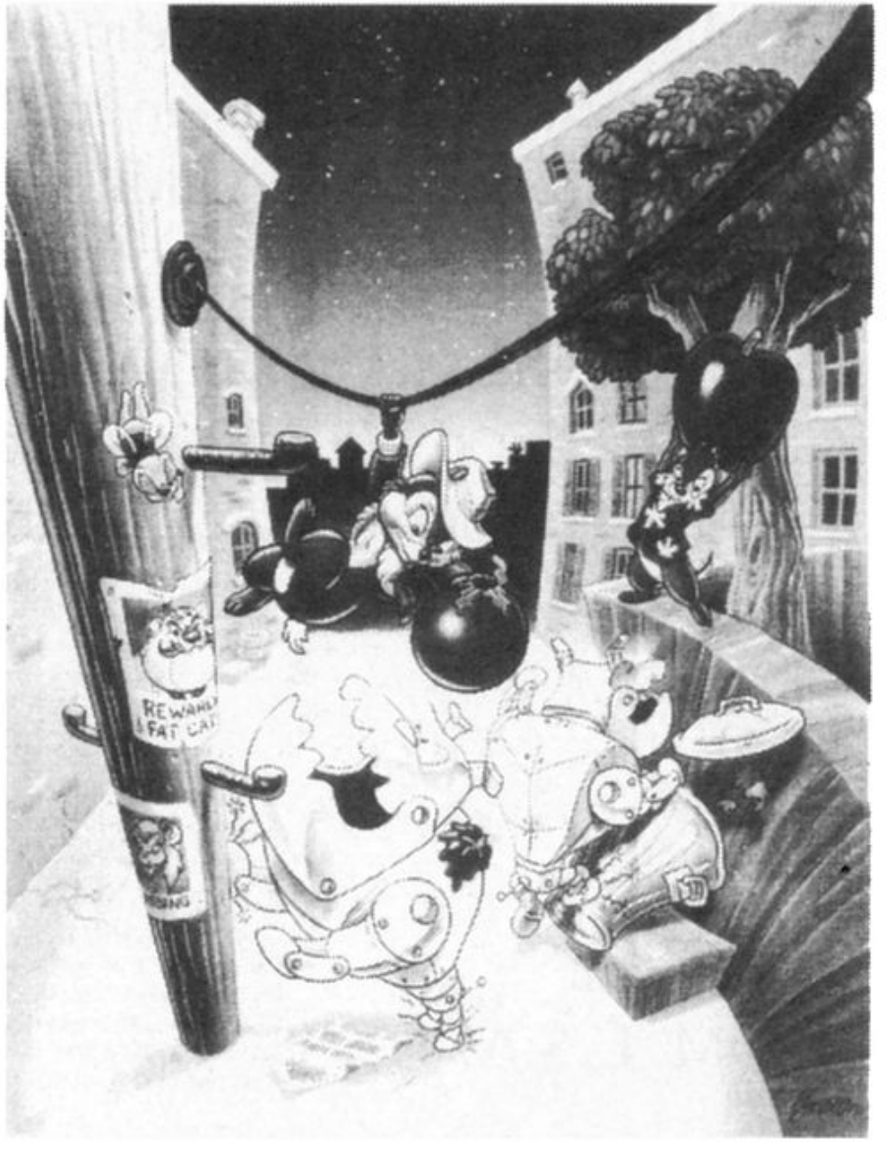
TABLE OF CONTENTS

A Special Message from CAPCOM..... 4
Safety Precautions..... 6
Getting Started..... 7
Playing the Game 8
The Select Feature..... 9
Controlling the Character 11
Pirates of the Caribbean 12
The Haunted House 13
Big Thunder Mountain 14
Autopia..... 15
Space Mountain 16
Enemy Characters 17
Compliance with FCC 18
90-Day Limited Warranty 19

Disney's Chip 'n Dale Rescue Rangers

Chip and Dale, those pint sized but courageous Disney detectives, have received another desperate call for help: The evil Fat Cat has kidnapped Gadget... his sinister goal -- to take over the city!!

Join the Rescue Rangers on their exciting search through the darkest depths of slimy sewers to the electrifying heights of live telephone wires! Play alone or with a friend to locate Fat Cat's headquarters and thwart his diabolical scheme!



A special message from CAPCOM

Thank you for selecting the exciting and fun-filled Adventures in the Magic Kingdom. This is the latest edition in Capcom's library of Disney titles. Following such hits as Mickey Mousecapade, Ducktales, and Rescue Rangers; Adventures in the Magic Kingdom continues the tradition of action packed family oriented games for the Nintendo entertainment system.

Adventures in the Magic Kingdom features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joe Morici
Vice President
CAPCOM, U.S.A.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM®.

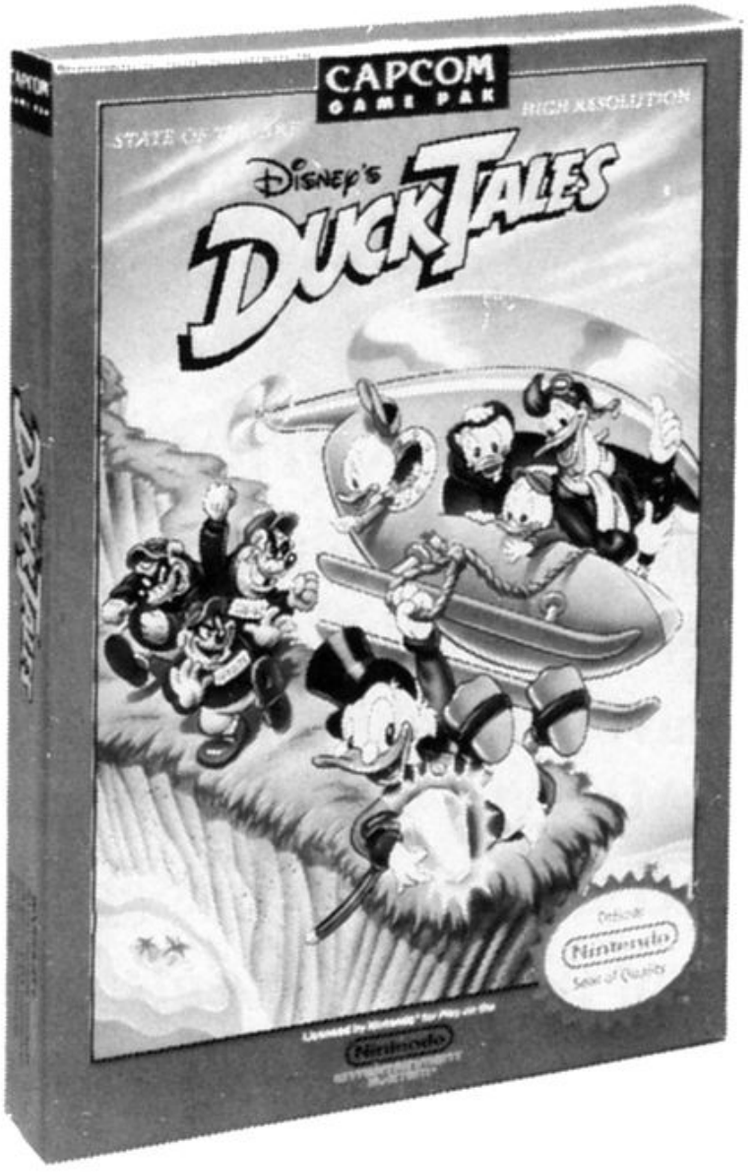
Licensed by Nintendo®
for Play on the
Nintendo
ENTERTAINMENT
SYSTEM®

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Nintendo and Nintendo Entertainment Systems
are registered trademarks of Nintendo of America inc.

Disney's DuckTales™

Join Scrooge McDuck on his greatest challenge ever! You can help him discover the legendary Five Lost Treasures and become the "Richest Duck in the World!"



CAPCOM® USA

Licensed for play on the Nintendo Entertainment System ©The Walt Disney Company

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

GETTING STARTED

1. Insert the **Adventures in the Magic Kingdom** GAME PAK and turn on your Nintendo Entertainment System. The title page will appear. At this point you will choose to start a new game by pressing the **START** button.

2. The next page is the Name Entry page. You can enter your own name into the game by moving the arrow to the letters you desire and press the **A** button. If you wish to remove a letter, press the **B** button. When you have completed your name press **START** and you will go to the next stage.

3. Mickey Mouse, Donald Duck, and Goofy appear in front of the Enchanted Castle and set the stage for the game. To continue their dialogue, press the **A** button. You can start the game from this stage by pressing **START**.

PLAYING THE GAME

There are six different games within **Adventures in the Magic Kingdom.** Five of them are attractions in the park and the sixth is a series of Disney trivia questions that are asked throughout the Magic Kingdom. When you complete a game successfully, you will be awarded a silver key. When you collect all six silver keys you can proceed to the enchanted castle to begin the parade.

THE SELECT FEATURE

While you are walking through the park or in many of the attractions, you can press the **SELECT** button to help your character. An options screen will appear that offers information and items that can help you complete the next stage.

This screen shows how many players are available, the time remaining (if you are on an attraction), and how many keys and stars have been collected.

THE SELECT FEATURE (cont.)

You can collect stars in every attraction except for Space Mountain. Use the stars here by trading them for helpful items. Their cost in stars is next to each item. To get the item, press the **A** button. The items are:

Life Up - Each one gives player an extra heart in an attraction.

Invincible - Enemy characters cannot harm you when this is used.

Freeze - All enemies stop moving for a brief moment. Note: they will still harm the player if they are touched while being frozen.

Player receives 1 star for every star collected in the Haunted Mansion and Pirates of the Caribbean, and 5 stars for every star collected in Autopia and Big Thunder Mountain.

CONTROLLING THE CHARACTER

There are different instructions for each attraction in this game. The elements that are consistent, however, are the **START** button and the **LEFT** and **RIGHT** directions on the control pad. The **START** button pauses the game. Pressing **LEFT** or **RIGHT** on the control pad moves the character (or the vehicle he's riding) left or right.

DISNEY TRIVIA SECTION

As you walk through the Magic Kingdom you will meet several friends of Mickey Mouse. Each of them will ask you a trivia question about Disney characters and events. When you answer them correctly, they will tell you where to meet the next person. When you answer the final question correctly, you will be given a silver key.

PIRATES OF THE CARIBBEAN

Six villagers have been kidnapped and they need you to rescue them. You must avoid the pirates until you find the special candle. With this candle, you can either toss it at the enemy characters, or use it to ignite the cannons. When you have gathered all of the villagers, you must light the signal fire to complete this section. Note: all of the attractions have a time limit. You will hear a warning sound when you are close to running out of time.

The **A** button makes the character jump. The longer you hold the button, the higher he jumps. The **B** button makes him throw his candle and light the cannon's fuses. Pressing **Down** on the control pad makes the character duck down.

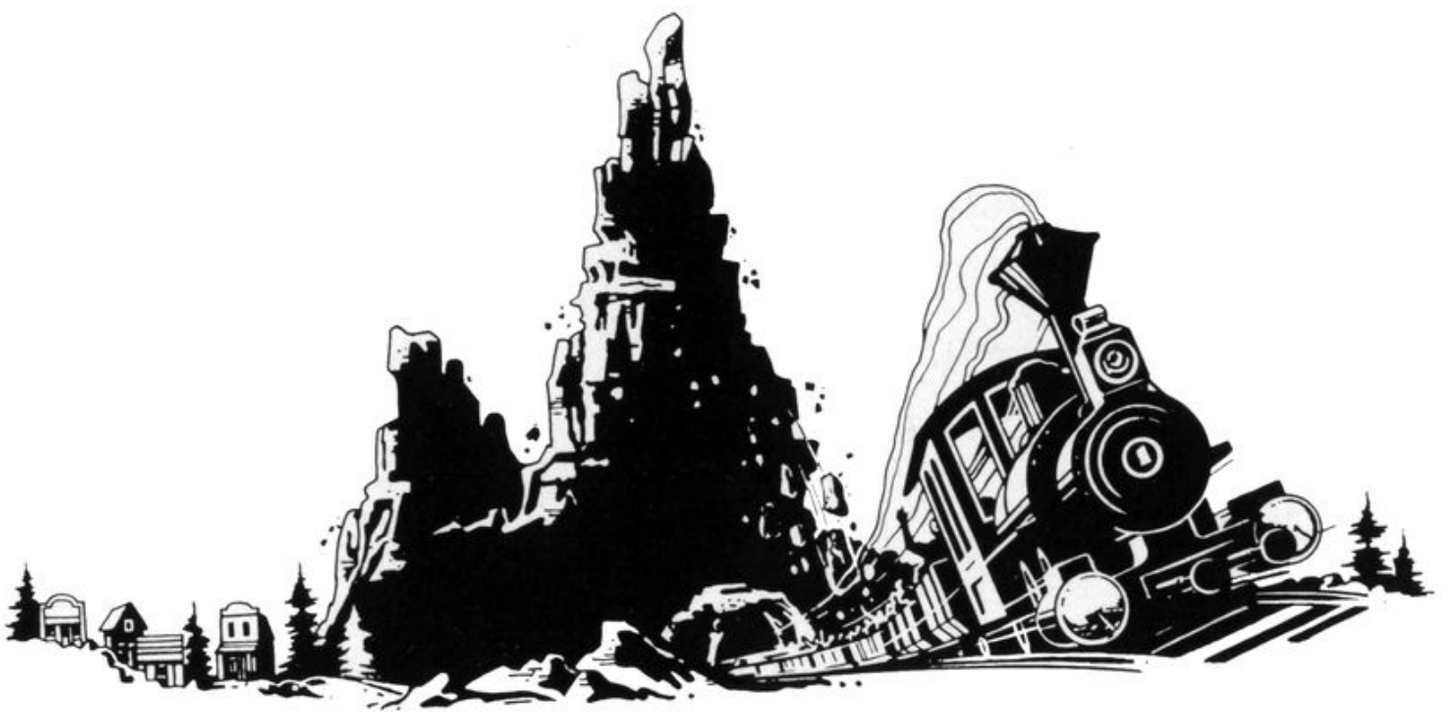
THE HAUNTED HOUSE

This thriller has the scariest ghouls and ghosts in the Magic Kingdom! You will start this level with a limited supply of candles (the monsters hate the light). You'll need to collect extra candles as you progress through this nightmarish section. You will need a lot of candles to defeat the Master Spectre!

The **A** button makes the character jump. Again, the longer you hold the button, the higher he jumps. The **B** button makes him throw his candles. Pressing **Down** on the control pad makes the character duck down. Note: you can throw candles while running and jumping!

BIG THUNDER MOUNTAIN

On this attraction you'll have to steer a coal train across some pretty rough tracks. Avoid the dead ends, wrong-way crossing guards and rolling boulders as you head for the Goal station. To slow down the train, press the **B** button.



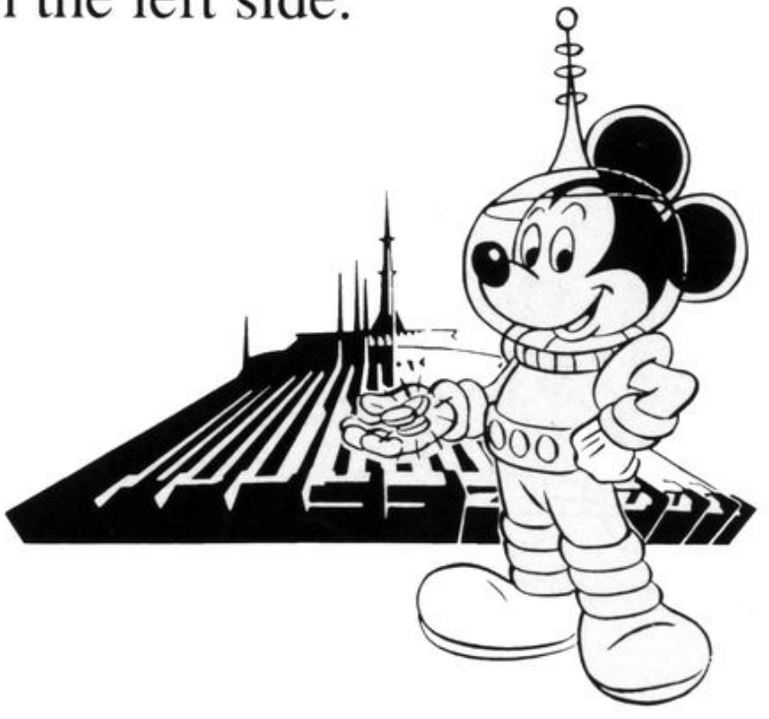
AUTOPIA

Peg leg Pete challenges you to a rough and ready auto race. Defeat him to claim one of the silver keys as your victory trophy. Be careful not to collide with the marker cones or the side of the track as this slows the car down. If you leave the track you'll have to start again.

Press **Up** while pressing the **A** button to shift gears up. Press the **B** button to brake. Note: you cannot jump all of the gaps. Some require a complete bridge to cross.

SPACE MOUNTAIN

Command a starship as Mickey Mouse gives you navigation signals to reach star "F". The screen shows the command console and the view of space. One of six signals will flash on the console mini-screen to direct your ship. When an arrow points up, down, left, or right press those directions on the control pad. When a meteor appears on the main viewing screen, you'll see a picture of a button on the left or right side of the mini-screen. Press the **A** button if the button is on the right side, and the **B** button if it's on the left side.

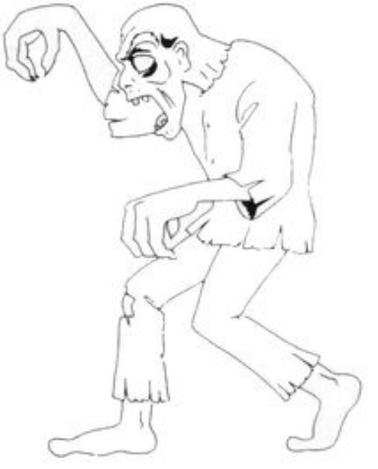


ENEMY CHARACTERS

TOMBSTONE GHOUL

MASTER SPECTRE

DANCING GHOSTS



SCREAMING ZOMBIES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,
Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling: Outside California State (800) 843-4632, or inside California State call (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

00905

"PREMIER WORLD-WIDE ARCADE GAME DESIGNER"

CAPCOM® USA

3303 Scott Blvd.
Santa Clara, CA 95054

Game counselors available 8 a.m. to 5 p.m. (408) 727-1665

Printed in Japan